

Appl. No. 10/798,459
Amdt. dated January 8, 2007
Reply to office action of September 7, 2006

This listing of claims will replace all prior versions, and listing of claims in the application:

Listing of Claims:

1. (Currently Amended) A method of using a source database for forming derived products, wherein the source database contains data that represent geographic features in a region including roads in the region, the method comprising:

providing a first set of data from the source database, wherein the first set of data represents at least some of the geographic features in the region and further wherein the first set of data includes attributes suitable for use for providing navigation-related functions;

providing a first database product that includes the first set of data, wherein the first database product is used in navigation systems; and

providing a second set of data from the source database and a geographic data tool set to a computer game developer, wherein the second set of data represents at least some of the geographic features in the region and wherein the tool set is used with to access the second set of data based, at least in part, upon a location criterion for developing computer games that represent at least some of the geographic features in the region as part of play scenarios of the computer games.

2. (Original) The method of Claim 1 wherein the second set of data is combined with road model data to provide a realistic visual appearance of roads in the region.

3. (Original) The method of Claim 1 wherein the second set of data is combined with road model data to provide a realistic visual appearance of roads in the region, wherein the road model data includes road pavement colors, lane stripe markings, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals, speed bumps, and crosswalks.

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4. (Original) The method of Claim 1 wherein the second set of data is combined with 3D model data to provide a realistic visual representation of polygon shaped features in the region.

5. (Original) The method of Claim 1 wherein the second set of data is combined with 3D model data to provide a realistic visual representation of cityscape and landscape features in the region.

6. (Currently Amended) The method of Claim 1 wherein the second set of data is combined with 3D model data to provide a realistic visual representation of one of a group consisting of: buildings, fences, trees, shrubbery, lawns, ~~fences~~, and clouds in the region.

7. (Original) The method of Claim 1 further comprising:
accessing the second set of data using an application programming interface.

8. (Original) The method of Claim 1 further comprising:
accessing the second set of data using a spatial query.

9. (Original) The method of Claim 1 further comprising:
extracting data from the second set of data using spatial criteria.

10. (Original) The method of Claim 1 further comprising:
filtering data from the second set of data to provide a desired level of accuracy.

11. (Original) The method of Claim 1 wherein the second set of data is provided directly from the source database for developing the computer games.

12. (Original) The method of Claim 1 further comprising:
forming a compiled database of geographic data from the source database; and

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providing the second set of data from the compiled database for developing the computer games.

13. (Original) The method of Claim 1 wherein the second set of data is provided to a plurality of end users computing platforms where the second set is used by computer games installed on the end users computing platforms to represent at least some of the geographic features in the region as part of play scenarios of the computer games.

14. (Original) The method of Claim 1 wherein the second set of data is combined with other game-related components to form the computer games.

15. (Original) The method of Claim 1 wherein the second set of data is combined with other game-related components to form the computer games, wherein the other game-related components include at least one of a group consisting of: characters, game logic, vehicles, game rules and programs for rendering and graphics.

16. (New) A computer-readable medium having executable instructions stored thereon in accordance with the method of Claim 1.

17. (New) An apparatus having executable instructions stored thereon in accordance with the method of Claim 1.

18. (New) A method of providing a geographic database for developing computer games comprising:

selecting at least a portion of a source geographic database having geographic features developed for use with navigation systems;

providing as a game geographic database having at least a portion of the geographic features of the source geographic database, wherein the game geographic database is developed for use with computer game developments;

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providing a tool set to access the game geographic database, wherein the tool set is enabled to alter at least a portion of the geographic features of the game geographic database; and

integrating the game geographic database and the tool set to provide an integrated product to the game developers.

19. (New) The method of Claim 18, wherein the tool set is enabled to alter the at least a portion of the geographic features of the game geographic database in any one or more selected from a spatial search function to query at least a portion of the geographic features from the game geographic database based upon a predefined criterion, an extraction function to extract at least a portion of the geographic features from the game geographic database, a filter function to eliminates selectively at least a portion of the geographic features from the game geographic database, a three dimensional conversion function to convert at least a portion of the geographic features from the game geographic database to be represented as a three dimensional display, a transformation function to convert at least a portion of the geographic features from the game geographic database to be represented as a different format, and an integration function to associate at least a portion of the geographic features from the game geographic database with other, new types of data.

20. (New) A computer product of providing a geographic database for developing computer games comprising:

a game geographic database having at least a portion of selected geographic features from a source geographic database developed for use with navigation systems, wherein the game geographic database is developed for use with computer game developments; and

a tool set to access the game geographic database, wherein the tool set is enabled to alter at least a portion of the geographic features of the game geographic database.

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21. (New) The computer product of Claim 20, wherein the tool set comprises any one or more selected from a spatial search function to query at least a portion of the geographic features from the game geographic database based upon a predefined criterion, an extraction function to extract at least a portion of the geographic features from the game geographic database, a filter function to eliminates selectively at least a portion of the geographic features from the game geographic database, a three dimensional conversion function to convert at least a portion of the geographic features from the game geographic database to be represented as a three dimensional display, a transformation function to convert at least a portion of the geographic features from the game geographic database to be represented as a different format, and an integration function to associate at least a portion of the geographic features from the game geographic database with other, new types of data.